FOSTER 2995.001

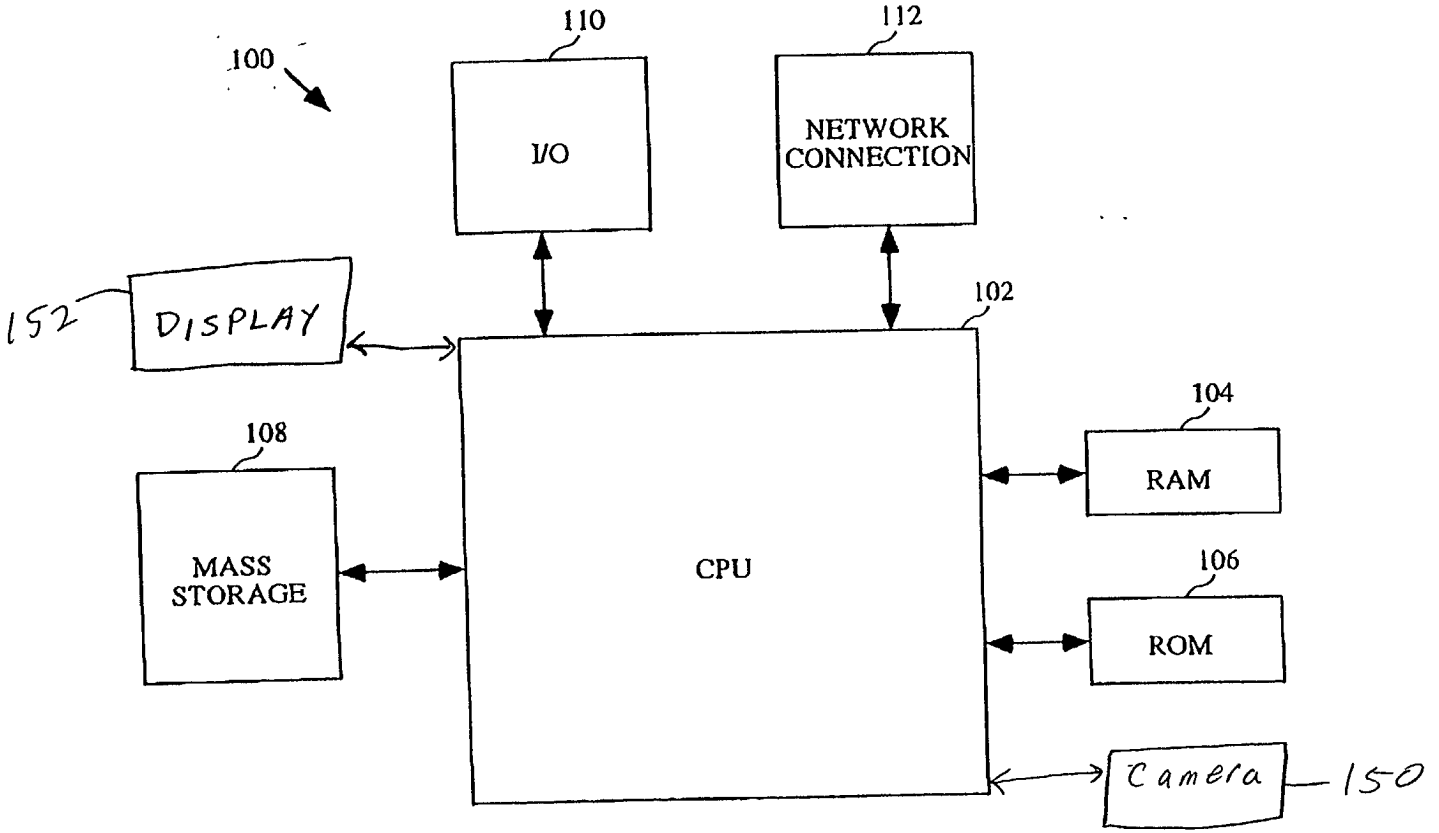

FIG. 1

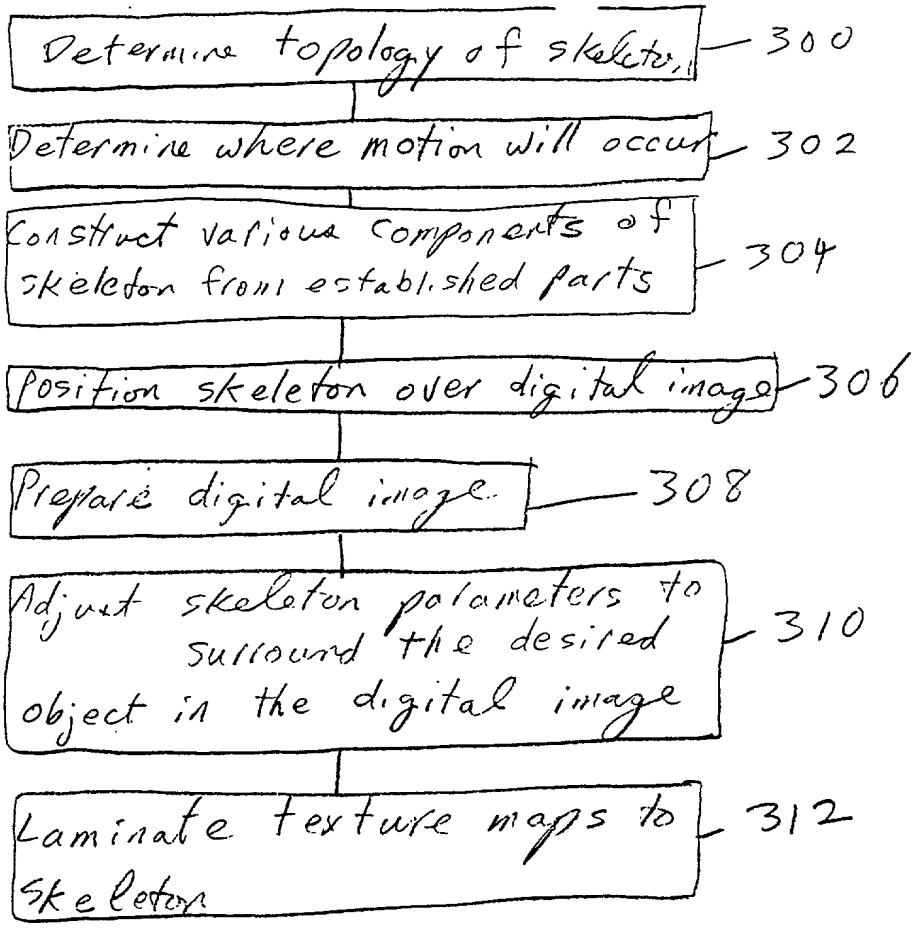
Determine topology of skeleton
300
Determine where motion will occur
302
Construct various components of skeleton from established parts
304
Position skeleton over digital image
306
Prepare digital image
308
Adjust skeleton parameters to surround the desired object in the digital image
310
Laminate texture maps to skeleton
312

FIG 2

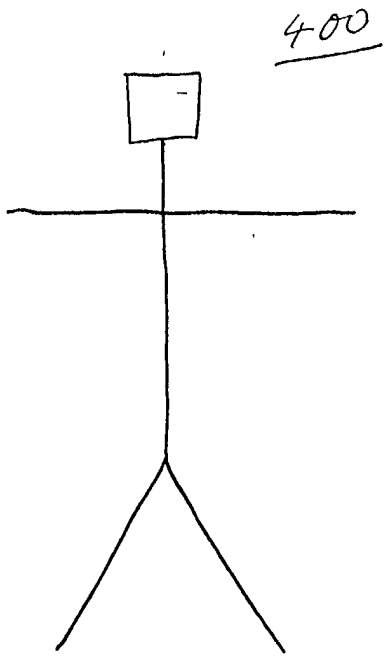

FIG 3A

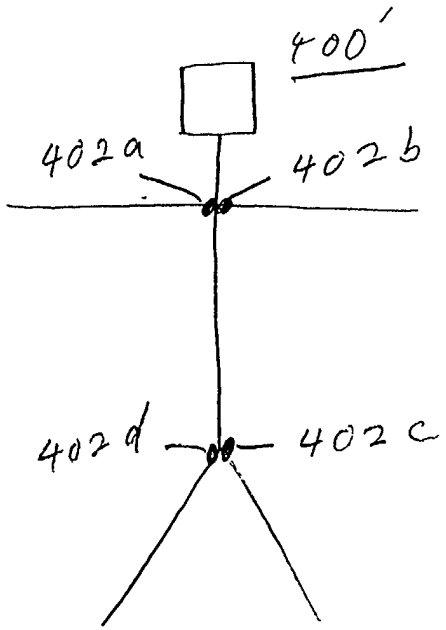

FIG 3B

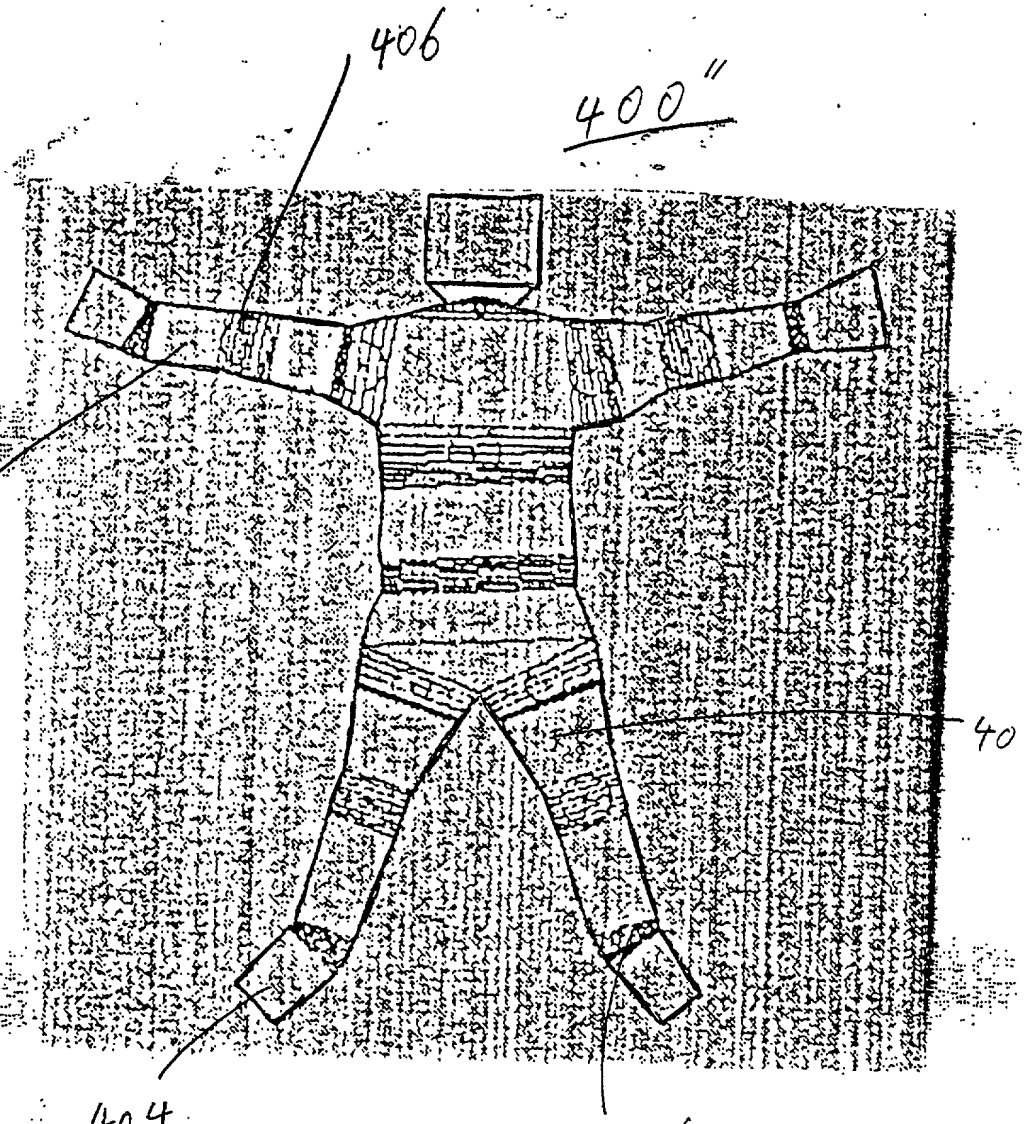

FIG 3C

Docket No. 10418

FIG 3D

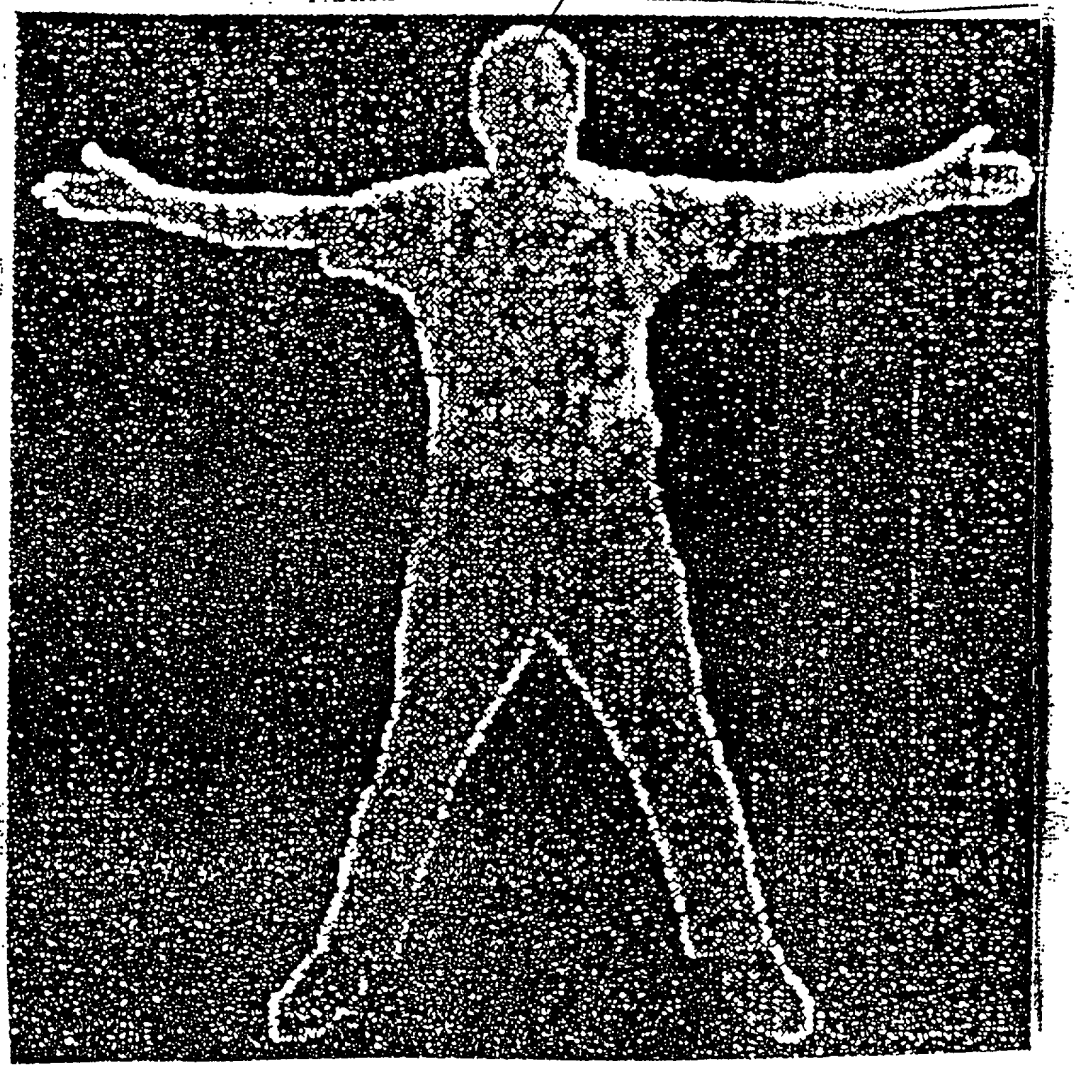

FIG 3E

FIG. 3F

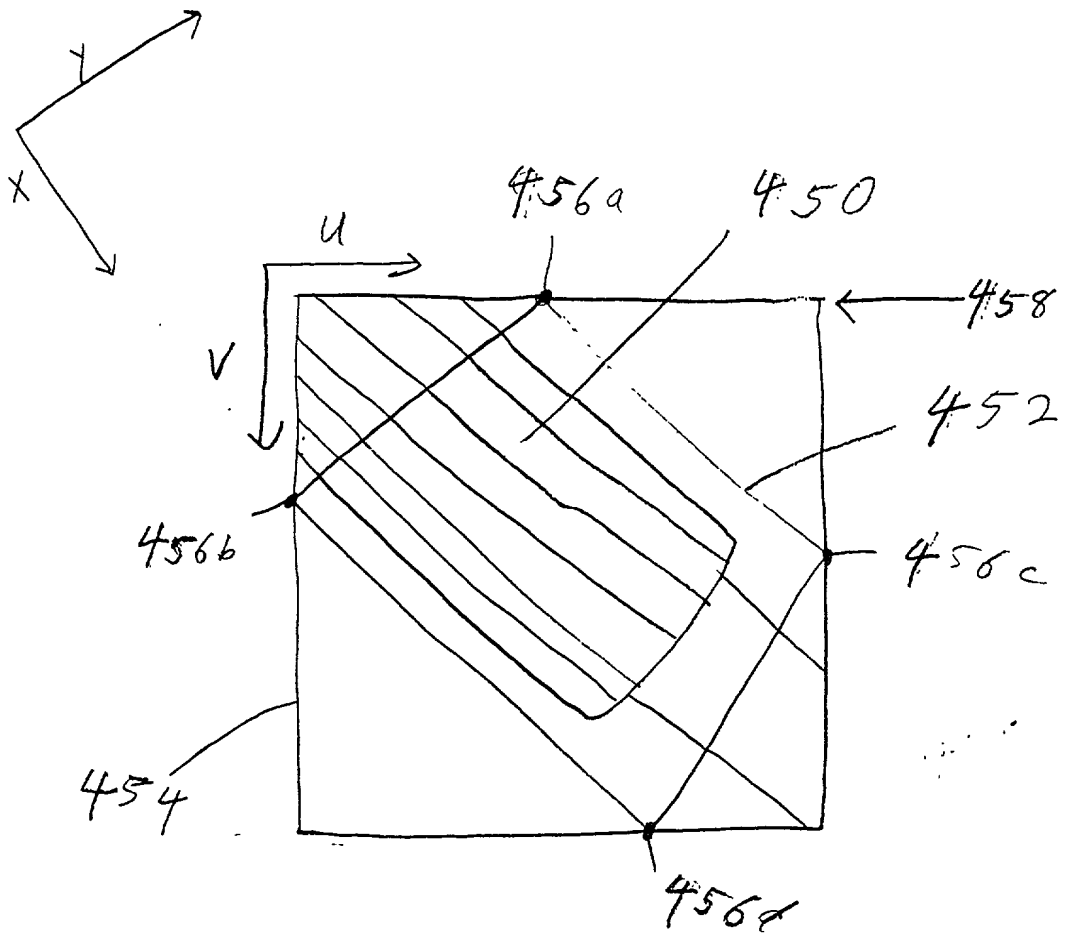

FIG. 3G

FIG 4

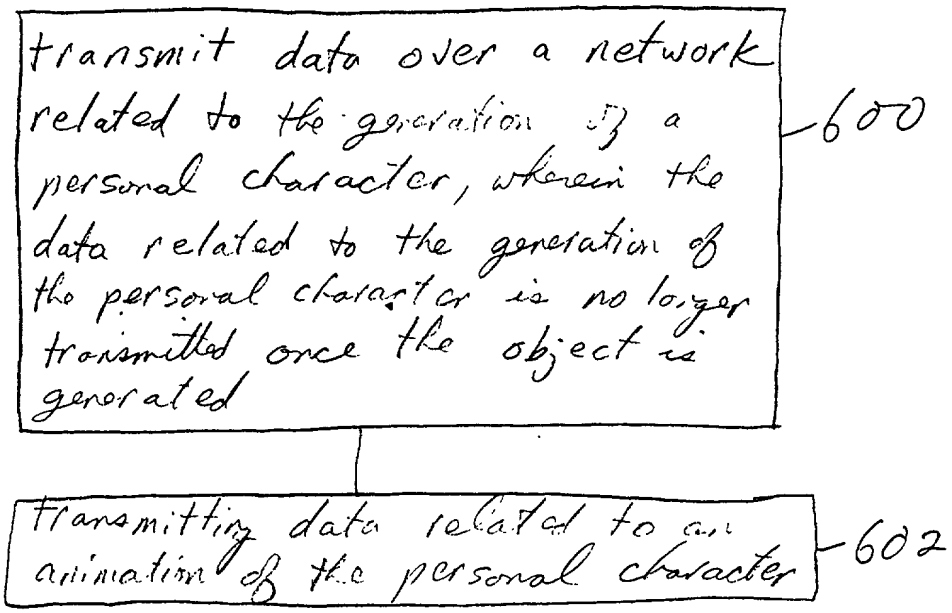

FIG 5

Attorney Docket No. 42390.P8

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